
Subject: My Christmas Special
Posted by [PsycoArmy](#) on Sat, 10 Dec 2005 13:56:52 GMT
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Well in past alot of people had wanted worms renegade, well mine are kinda like worms lol, didnt spend too much time of the modelling part, ive already done mosr of the aniamtions and build the first map, i did that all today.

^ just needs his christmas hat and a quik texture.

!Startvote We want his mod? !voteyes, !voteno

Ill probably finish it anywyz.

Oh yeh im back, harray, for now.

Peace

Subject: Re: My Christmas Special
Posted by [Lijitsu](#) on Sat, 10 Dec 2005 14:47:37 GMT
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!vote yes

I don't know you, but welcome back.

Dude, that mod would rule. Hope to play it sometime.

Subject: Re: My Christmas Special
Posted by [PsycoArmy](#) on Sat, 10 Dec 2005 15:31:14 GMT
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I think its a good thing u dont know me.

Its too late to do anything more, well i could but meh. Heres a hat i made in gmax fast, man i hate modelling in gmax. And heres a map i just started.

The map has a under ground section , still need lots of props and a few more buildings, i dunno if im gona use the map i have already.

Peace

PS i hope to have this mod done in a week or 2.

Subject: Re: My Christmas Special
Posted by [PsycoArmy](#) on Sun, 11 Dec 2005 03:26:34 GMT
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alright i was joking about that hat lol, hes got hair thats just waiting for a texture liek the rest of it.

First test of animation = success, just got a few misc ones to export.

For any1 who is interested, for the bone structure i used for this creature i tried to reuse as many of the default bones as posable so incase i miss a animation or 2 it will just use the defaults for those bones so there wont be any really bad deforms. Last one i did i spent so many hours going through and fixing up any loose ends, but this way just helps me speed up the process.

Subject: Re: My Christmas Special
Posted by [PsycoArmy](#) on Sun, 11 Dec 2005 06:26:01 GMT
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Well im workin pretty slow today took about a 4 hours break lol.

Subject: Re: My Christmas Special
Posted by [Lijitsu](#) on Sun, 11 Dec 2005 07:50:57 GMT
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Oooh... If I knew anything about 3D Studio Max or Gmax I would probably be more impressed.

Subject: Re: My Christmas Special
Posted by [danpaul88](#) on Sun, 11 Dec 2005 12:44:42 GMT
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how do you get custom skeletons and animations to work properly in renegade?

I tried making some and using the HUMAN_ANIM_OVERRIDE in level edit but it was a bit hit and miss, most animations still tried to use the default animations, seriously warping the model, but the 'walk with gun by side' or w/e was the only one which actually used my custom animation and

skeleton

also how do you turn the idle animations off?

btw: a worms mod would be awesome looking good so far

Subject: Re: My Christmas Special

Posted by [PsycoArmy](#) on Sun, 11 Dec 2005 13:00:16 GMT

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Thanks for the replys guys, ill release all the files when im done. I wouldnt rely on human overrides to get the job done, you have to create new skeleton create new skins and create all sorts of animatio. so basically youll end up with S_x_human(skel), C_human(skined model), then all the aniamtion names such as h_x_a0a1 which is the pure animation. Sorry dude i dont know how to get rid of animations.

But i have used human override in the past it does work for the set things it says u can use it for.

Screen any1? still needs texture, colours might still be adjusted(well of course they will for teams).

Peace

Subject: Re: My Christmas Special

Posted by [Chronojam](#) on Sun, 11 Dec 2005 13:17:31 GMT

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Looks more appropriate for Halloween. By the way, what happened to Fist of Fate?

Subject: Re: My Christmas Special

Posted by [PsycoArmy](#) on Sun, 11 Dec 2005 13:27:24 GMT

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Well Genocide said they were moving engine before I left town, I dont know if they did or not, But i hope they hiding somewhere and gonna suprise us all.

Dude your right Ill change them to more christmasy colours , santa jacket anyone? Well actually i didnt really want them to be christmasy but just wanted to release soemthing for christmas.

Im thinknig about making the worms infesting worms and doing a ehole map insides someones intestines, how does that sound?

Subject: Re: My Christmas Special

Posted by [Renardin6](#) on Sun, 11 Dec 2005 18:46:41 GMT

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Genocide moved Fist of Fate to Source Engine.
